Chaos - Air based Magic

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in: Adalwulf of Aedirn, Candidates for deletion, Air Magic,
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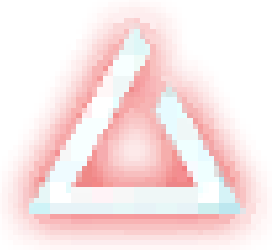

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Description

Air is one of the four chaos elements. Mastery over air is the most easily attained of the four disciplines and is drawn from intersections. Air genies are known as Djinns.

Uses

TBD

Signs

Novice

- Aard *Canon*
- Vintyr

Journeymen

- Aard: Sweep *Canon*
- Vintyr: Icy Squall

Spells

Novice

- **Adenydd** *Canon*- An Air based spell that allows the caster to lighten themself slightly and create a simple glide path when falling. In simpler terms for every 2 meters they fall, they can travel 2 meters in a direction. If the caster makes it to the ground within the duration of the spell no harmful momentum occurs and they take no damage from falling.
    Spoken Component: "*Gwirodydd y Gwynt, tywys fy nychdod, Adenydd.*"
- **Air Pocket** *Canon*- An Air based spell that allows the caster to create a singular pocket of fresh air underwater or in an area where there normally wouldn't be fresh air within 12 meters of the caster. The pocket has a 1-meter radius for the duration of the spell.
    Spoken Component: "TBA."
- **Bronwyn's Bow** *Canon*- An Air based spell created by Skellige mage and raider, Bronwyn Deadeye with the purpose of bombarding the Nilfgaardian Navy, this spell which has a range of 50 meters allows the caster to summon up a powerful current of air to propel a thrown weapon great distances.
    Spoken Component: "TBA."
- **Bronwyn's Gust** *Canon*- An Air-based spell created by Skellige mage and raider, Bronwyn Deadeye. The spell which has a range of 2 meters allows the caster to knock a target back a number of meters.
    Spoken Component: "TBA."

- **Dust Coating**- An Air based spell that whips up dust from the local area into a 10-meter cubed cloud which can reveal invisible creatures for a short period.
    Spoken Component: "TBA."
- **Float**- An Air based spell that magically creates a cushion of space between the caster and the floor, solid ground, or a surface of a calm liquid. This cushion gently lifts up the caster to a maximum height of 6 inches and effectively makes them float. While floating, the caster can use thought to propel themself horizontally through space as if they were walking, however, their speed becomes 20 feet and they cannot jump. The gentle lift created by this cushion can easily be negated by simple downward forces such as another creature pushing or pulling down, a strong downward draft, or the gravity of falling from a height greater than 1 foot. The effect is also negated if the caster is over-encumbered or carrying another creature that is of size small or greater. When the spell ends, the caster floats gently to the ground.
    Spoken Component: "TBA."
- **Freshen Air** *Canon*- An Air based clearing spell that cleanses the air of smoke, poison, or any kind of tainted air for the duration of the spell.
    Spoken Component: "TBA."

- **Light Feet**- An Air based spell that allows the caster to accelerate their movement by carrying themself along a gust of magically controlled wind. Casters under the effect of this spell are able to move faster, run faster and leap higher.
    Spoken Component: "TBA."
- **Lightning Arrow** *Canon*- An Air based spell that temporarily transforms a ranged weapon or weapon ammunition into a bolt of lightning. The used object will return to its normal form after being used.
    Spoken Component: "TBA."
- **Magnify Odor** *Canon*- An Air based spell that intensifies an existing scent until it can encompass a 6-meter cubed area. This spell can overwhelm and nauseate ordinary beings if their endurance isn't strong enough. Additionally, anyone who enters the area is permeated by the scent for 1 week along with their possessions granting anyone that has the ability to track through scent like a witcher, a way to track them easier. Alternatively, if this spell is used directly on one with this ability they will lose it for the duration of the spell. This scent will last for a week or until completely submerged in water.
    Spoken Component: "TBA."
- **Misty Step**- An Air based spell that briefly surrounds the caster in silvery mist, through which they can teleport up to 30 feet away to an unoccupied space that they can see.
    Spoken Component: "TBA."
- **Shocking Grasp**- An Air based spell that turns the caster's hand into a shocking weapon, this spell is more effective against opponents in metal armor and is achieved through touch.
    Spoken Component: "TBA."
- **Spear of Lightning** - An Air based spell that is similar to Lightning Arrow though it is more stamina intensive and doesn't require an object to imbue, rather it generates a bolt of lightning a caster can through up to 60 meters away.
    Spoken Component: "TBA."
- **Static Storm** *Canon*- An Air based spell that allows the caster to imbue a 5-meter radius centered around them with electricity. This electricity makes anyone other than the caster that is wearing metal armor or carrying metal weapons take damage.
    Spoken Component: "TBA."
- **Telekinesis** *Canon*- An Air based spell that allows the caster to lift and manipulate an object as though they were holding it, the stronger of a spell caster the heavier an object they can move.
    Spoken Component: "TBA."
- **Urien's Shelter** *Canon*- An Air based spell that negates hostile weather conditions in an 8-meter radius centered around the caster. This is effective against extreme heat, extreme cold, rain, and snow.
    Spoken Component: "TBA."

- **Zephyr** *Canon*- An Air based spell that shoots out a burst of wind that blasts anyone within 2 meters of the caster back 6 meters. This does some damage but is capable of inflicting more damage by having the target crash into something else like a wall or such. This is the mage equivalent of the Aard sign, as such, it is stronger and more useful as well.
    Spoken Component: "*Gwynt, chwythwch fy ngelynion i ffwrdd, Zephyr*."

Journeymen

- **Akhan Daal** *Canon*- An Air based spell that creates a small explosion of concussive energy at range. Anyone in the area of this spell who fails to defend takes moderate damage to their torso, are knocked down and back 4 meters.
    Spoken Component: "TBA."
- **Alzur's Thunder** *Canon*- An Air based spell that shoots a powerful lightning bolt at a target which does moderate damage and has a 75% chance of immolating the target. Alzur's Thunder can travel in a straight line through targets. For every target it passes through the damage to the next target decreases though.
    Spoken Component: "TBA."
- **Ball Lightning**- An Air based spell that is favored by mages who commonly fight agile targets, Ball Lightning summons an orb of magical lightning which flies through the air at your command. Upon casting this spell, you can direct the ball lightning at a single target who can defend only if they have stronger magic. Once the ball lightning hits a target it dissipates
    Spoken Component: "TBA."
- **Gwynt Troelli** *Canon*- An Air based spell that creates a barrier of wind around you that blocks ranged attacks and projectiles. Any projectile attack must be stronger than the level of magical skill of the caster. If the attacker fails, the barrier knocks the projectile 8 meters away in a random direction.
    Spoken Component: "TBA."
- **Invisible Ribbon**- An Air based spell that
    Spoken Component: "TBA."
- **Touch of Lightning**- An Air based spell that
    Spoken Component: "TBA."
- **Suffocate**- An Air based spell that
    Spoken Component: "TBA."
- **Van Adelaide's Gale** *Canon*- An Air based spell that was created by Louise Van Adelaide to help escape capture in the North, Van Adelaide's Gale uses powerful wind to launch the caster in an arc up to 30 meters away. Upon casting the spell, a rush of wind bursts out from the caster in a 2 meter sphere, knocking anyone who fails to defend back 6m. This attack also does only a small amount of damage, but if someone affected by the spell strikes something, they take ramming damage. While in the air, wind cushions the caster's fall, meaning that they take no damage upon landing.
    Spoken Component: "TBA."

Master

- **Dervish** *Canon*- An Air based spell that
  Spoken Component: "TBA."
- **Gwyntog** *Canon*- An Air based spell that
  Spoken Component: "TBA."
- **Hand of the Tempest**- An Air based spell that
  Spoken Component: "TBA."
- **Lightning Storm** *Canon*- An Air based spell that
  Spoken Component: "TBA."
- **Tornado** - An Air based spell that
  Spoken Component: "TBA."

Notes

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